

Figure 9.22 The Add Guide Layer button inserts a new layer, defined as a motion guide layer, above the selected layer in the Timeline. The default name for the motion guide layer includes the name of the layer selected when you created the motion guide layer. The layer containing the object is indented and linked to the motion guide layer. Flash defines the linked layer as a guided layer.

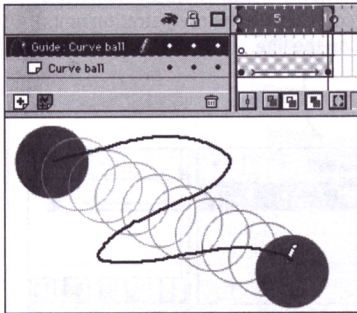


Figure 9.23 A line on a motion guide layer acts as a path for the object on a linked layer to follow.

Flash adds the motion guide layer directly above the layer you selected and gives it a default name of *Guide:* plus the name of the layer you selected (**Figure 9.22**). The motion-path icon appears next to the layer name. Flash also indents the layer linked to the motion guide layer.

4. With the motion guide layer selected, use the pencil tool to draw a line on the Stage that shows the path you want the object to take (**Figure 9.23**).
5. In Frame 1, drag the circle to reposition its registration mark directly over the beginning of the motion path.
For Flash to move an object along a motion path, the center of the object must snap to the path.
6. In Frame 10, drag the circle to reposition its registration mark directly over the end of the motion path.

Flash redraws the in-between frames so the circle follows the motion path (**Figure 9.24**). Flash centers the tweened object over the motion guide path in each in-between frame. In the final movie, Flash hides the motion path.

✓ Tips

- Once you've drawn the motion path, lock the motion guide layer to prevent yourself from accidentally editing the path as you snap the object to the guide line.
- In the Tweening tab of the Frame Properties dialog box, select Snap to Guide to have Flash assist you in centering keyframe objects over the end of the guide line.
- You can use any of Flash's drawing tools—line, pencil, oval, rectangle, and brush—to create a motion path.